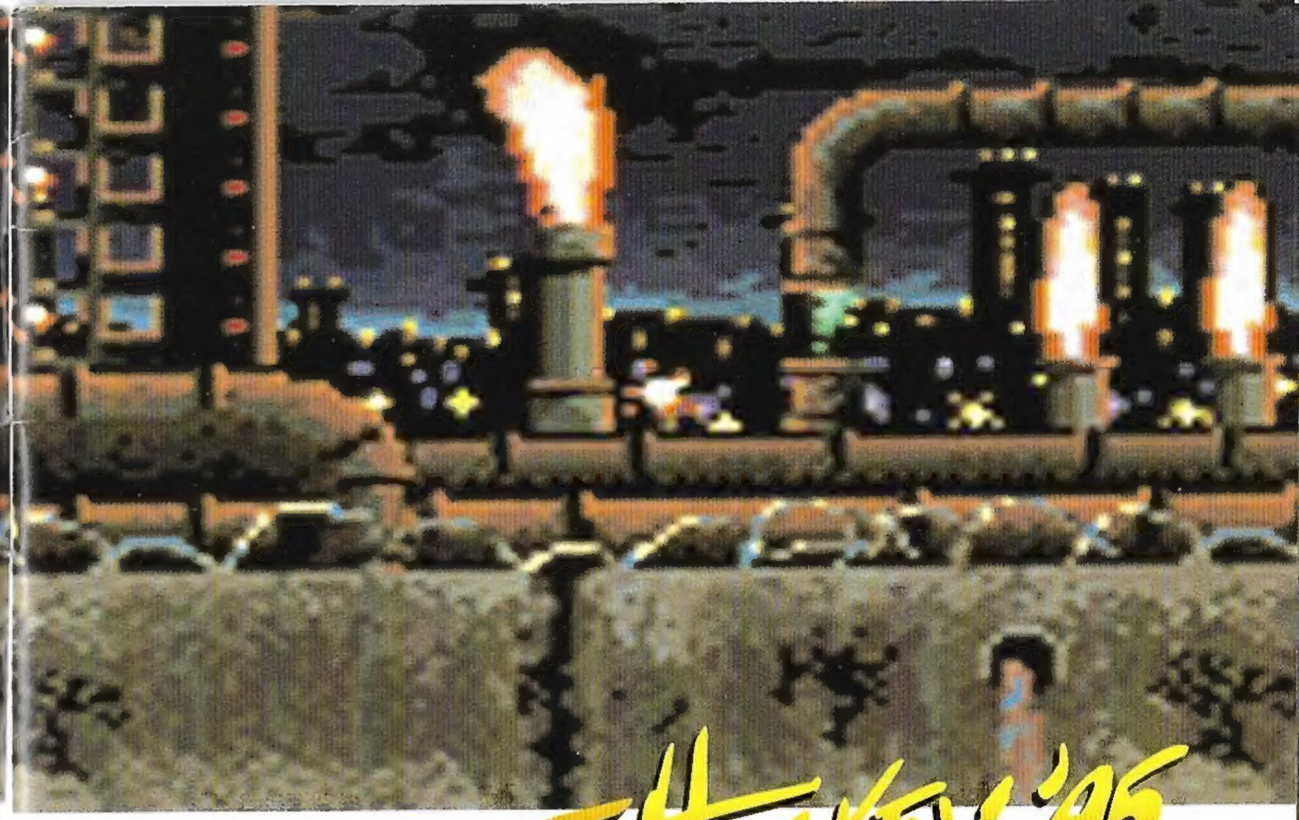
SNS-AHYE-USA

STREET HOCKEY '95™

INSTRUCTION MANUAL

GTE

SUPER NINTENDO
ENTERTAINMENT SYSTEM



STREET HOCKEY '95™

SUPER NINTENDO ENTERTAINMENT SYSTEM

INSTRUCTION MANUAL

Please read this instruction manual before beginning Street Hockey '95.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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TURN ON

1. Make sure your Super NES is set up correctly as described in its instruction manual. Plug in one or two controllers.

2. Street Hockey '95 can be played by up to four players with a Nintendo approved Multi- Player Adapter.

3. Make sure the power switch is turned OFF. Place the Street Hockey '95 Game Pak into the slot and press it down firmly.

4. Turn the power switch ON. You should see the Nintendo® Title screen, then the Street Hockey '95 Title screens.

5. Press Start or Select when the Street Hockey '95 logo appears.

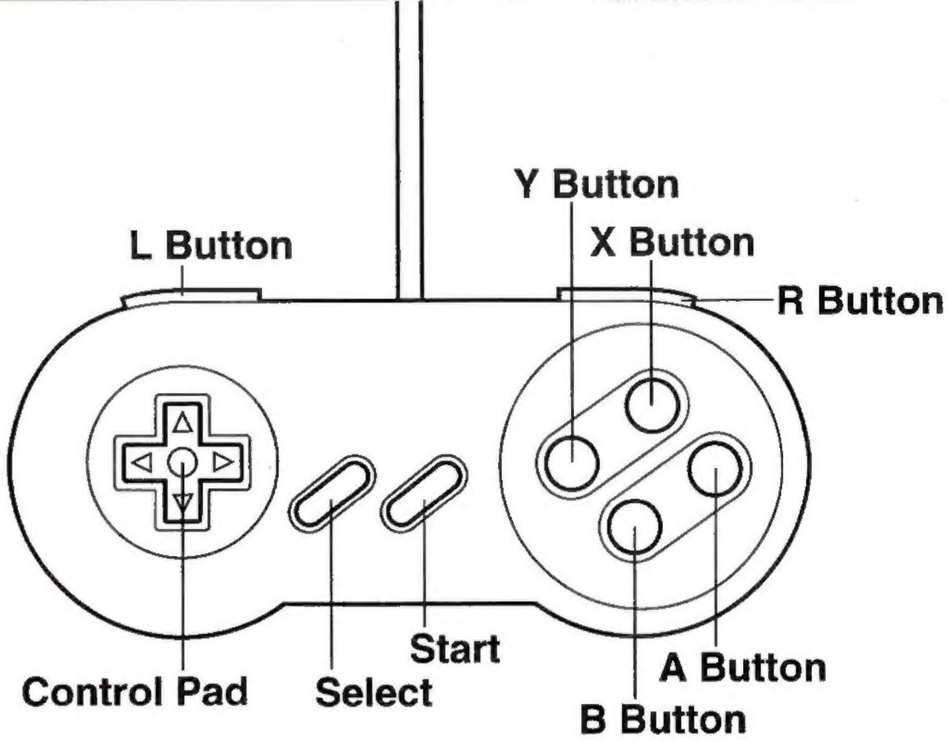
THE STORY

Get ready for the puck slappin' game of a lifetime! STREET HOCKEY '95 is the wildest, most intense, airborne, 2-on-2, in-line street hockey you're ever going to find! Anywhere! You either go for bust or get busted up, but you wouldn't want it any other way!

Choose between the nine of the toughest thrashers this side of insanity to play on your team. Hey, if you don't pick the best players, that's okay — that just means you'll probably play against them!

There are plenty of choices between what style of game to play and where you want to play it! Take on a Fat Point game near the freeway overpass or try your luck with a round of Whack in a dried out swimming pool! All the choices are yours — the only thing you need is a little talent and a lot of guts!

Grab a few friends and glom onto a multitap game of two vs. two in a no rules, street bashing Hot Puck blow out! See which of your friends chickens out or actually join you in the ultimate team sport! Learn each of the more than twenty (yes, 20!) moves for every player and become the sky-hoppin', Slap-shot master you know you are!



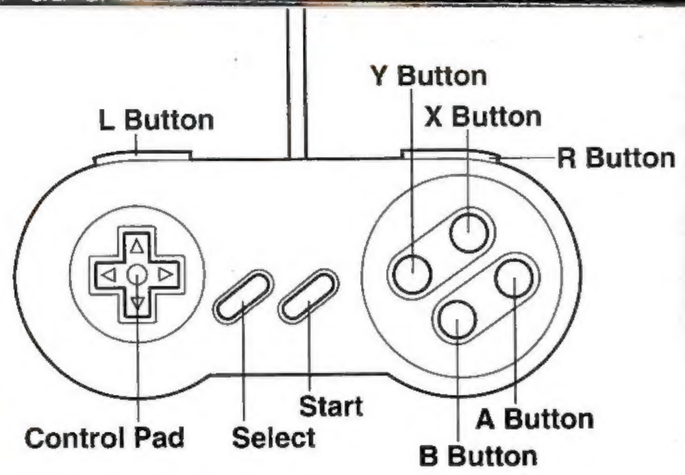
CONTROLLING THE ACTION

The Options menus are the first screens you encounter after pressing the Start button at the title screen. All of the possible game scenarios and player choices comes from the Options Screens.

Note: On Multiplayer games, only Controller №1 is active during the selection process (except on Controller Assignment and Player Selection screens). During the game, only Controller №1 can pause the game.

To move the animated puck to the selection of your choice, press the Control Pad on the Controller.

Press the Select or Start buttons to make your selection.



BASIC MOVES

Each button has a multitude of functions during the game. The following lists have been put together to familiarize you with the options for each level of play. The word "tap" is used to denote a slight touch of the button instead of a prolonged pressing down.

BUTTON	ACTION
A	Pass
Tap B	Quick Shot
B	Power Slapshot
Tap X	Travel Backward/Face Opposite Direction
Tap Y	Knee Drop
Hold Y	Stay On Knees
L + A	Check (Slam Into Opponent)
L + R	Switch Actor Under Your Control
Tap Control Pad In Opposite Direction	Brake
Start	Pause Game

DEFENSE

Tap A — Steal Puck From Opposing Team Member

ADVANCED MOVES

BUTTON	ACTION
A	Computer Teammate Passes The Puck To You-1 Player Team Only!
Tap R While Skating With Puck	Flick Puck Into The Air
Hold Y, Then R	Knee Swat
Hold X, Then R	Jump Swat
Hold L, Then R	Dive (Forward Or Backward Fall)

B, Then Tap Control Pad In The Desired Direction — **Angles Shot to One Of Nine Areas In The Goal**

Up	Far side
Down	Near Side
Left	Top
Right	Bottom
None	Center
Up/Left	Top Far Corner
Up/Right	Bottom Far Corner
Down/Left	Top Near Corner
Down/Right	Bottom Near Corner

X, Then Quickly Control Pad Up Or Down — **To Vary Height Of Jump**

Up	Maximum Height
None	Normal Height
Down	Minimum Height

SPECIAL MOVES

Change Camera Point Of View (1-Player Game Only!)

Select — Press the Select button during play to change the camera Point Of View.

Options are:
Camera (View Screen) centers on Puck
Camera (View Screen) centers on Character controlled by player №1

DURING GAME PLAY

Hold L, Then B and control Pad In The Desired Direction	**Shoots Puck At Nearest Opposing Team Player**
Up	Far side
Down	Near Side
Left	Top
Right	Bottom
None	Center
Up/Left	Top Far Corner
Up/Right	Bottom Far Corner
Down/Left	Top Near Corner
Down/Right	Bottom Near Corner

GAME START MENU

Move the Puck Icon to the desired selection by tapping the Control Pad in the indicated direction.

To choose an option, simply press the Select button.

Select PRACTICE to choose from the two practice mode options. This is for 1-player only.

Select JUMP START to play the game of your choice, but with randomly assigned team members and play courts. Player will be automatically assigned to Team 1. This mode is also only for 1-player.

Select NEW GAME and choose from five different 3-on-3 games. Play against the computer or a friend, and with an SNES Multi-Player Adapter, up to four players can participate

Select NEW TOURNAMENT to begin the Tournament Team selection process. Play against a friend or against the computer. Up to four players can participate!

Select RESUME TOURNAMENT to go to a password screen and continue a previously unfinished Tournament.

You can also turn the background music and vocal FX on or off.

PUMP UP THE INTENSITY

Street Hockey '95 offers three levels of player intensity to choose from:

SLACK OFF — Definitely for the beginners. This is a slower, more controlled game. Use this mode to learn the ropes (so you don't get burned too soon!)

HYPE AROUND — Things get faster and wilder in this mode of play! You'll get higher jumps, greater speed, and more painful collisions. Get your feet wet with **Slack Off** before moving on to this intensity level.

BLOW OUT — Are You Nuts? This is the top-end, nothing but sheer guts way to play! This mode is for an intense and crazy game that borders the unreal! Mega jumps, insane speed, and super-fast puck action makes this the hottest mode in town! You've got to be quick to master this level! Note: Tournaments played against the Computer are set at the **Blow Out** level.

PLAY PRACTICE

Choose from two practice modes: Solo Shred and 1-on-1. To shoot toward the right goal, choose Team 1 at the Controller Assignment Menu. To shoot towards the left goal, choose Team 2.

- **Solo Shred** — Pick a Character, Intensity level, and Court, then go try out your moves solo against a Computer-controlled goalie. You've got all the time in the world to learn. Experiment. Pick your shots. There's no score to keep track of, so improve your game by mastering the advanced and special moves!

- **1-on-1** — Practice 1-on-1 against a Computer-controlled player. You set the Character Intensity level and Court. Here's where you can toughen your game. The Computer-player will hound you, try to steal the puck, and try to score in the opposite goal. Defend against his attacks! Learn the moves. Make the plays. Here's your last test before heading out in the real world.

THE GAMES

Listed below are the five types of games offered in Street Hockey '95. Play them all to discover which one (or ones) you truly excel at! Learn the particular traits of each game to gain mastery of play!

FAT POINT

- The first team to reach the "Fat Point" wins the game.
- Set the Fat Point for 7, 11, or 15 points.
- No tie games or overtimes. Only one team survives!
- Loser's Puck: The team that loses the previous point is given the advantage at the next Face-Off.

RUSH

- Set the time at a quick 5 or 10 minutes, or strain your endurance in a 15 minute bout.
- No overtimes.
- Tie games are possible,
- Even Face-Offs. No team gets an advantage.

WHACK

- Nets are closer together, towards midfield.
- This game really tests your ability to stop, turn, and fire off a quick pass or shot.
- Spread Face-Offs: Players are spread further away from the puck. Miss the puck and you could get burned!
- HINT: To get open for a shot, keep the puck moving and stay close to midfield.

CRAMMIT

- To win, your team must have the high score at the end of regulation time.
- To crammit, and get an extra point, crash the net within 3 seconds of scoring a goal.
- Have your teammates deck the goalie, clearing the goalie box so you can crammit!
- Loser's Puck: The team that loses the previous point is given the advantage at the next Face-Off.
- HINT: To successfully cram the goal for points, dive forward or slide forward on your knee pads past the plane of the goal.

HOT PUCK

- The hot puck explodes on the first object (player, net, or side ramp) hit after the timer runs out.
- Countdown timer shows how much time you have before the puck gets hot, and you have to shoot.
- Score while the puck is hot for an extra point.
- Hit an opposing player with the hot puck for one point.
- DANGER: If you have the hot puck when it explodes, the opposing team is awarded one point - and you'll get knocked down!
- No points are awarded for hitting the goalie with the hot puck.
- Random time interval (before the puck gets hot)- from 30 to 120 seconds.
- Choose from 7, 11, or 15 pucks.
- If a goal is scored before the hot puck turns red, the goal counts, but the number of remaining hot pucks is not reduced.
- CATCH-UP STRATEGY: Score before the hot puck turns red to maintain the supply of hot pucks!
- HINT: Maintain possession until the puck gets hot — then shoot!

Baruk
Sweat Head
Whackrobat

Abe
Flappin' Dred
Sky King

Lars
Shred Dog
Puck Stuffer

Jill
Power Child
Nasty Slaps

STREET HOCKEY '95

™

CHARACTERS

Buz
Stylie
Sticky D

Victor
Nowhere Man
O-zoner

Grace
Woo!
Turbo Glide

Hex
Astro-Not!
Rocket Shot

Lenya
Komizar
Solid Steal

TOURNAMENT MODES

Human vs. Human

- A player must win three of five series to win the Tournament.
- To win a series, a player must win two of the three games of that series.
- The Human vs. Human Tournament Mode consists of five 3-game series of each standard game: Hot Puck, Crammit, Whack, and Rush; and one fifth series Tournament Tie-Breaker series of Crammin' Hot Puck (a combination of Crammit and Hot Puck!)
- The order of the game types within any particular Tournament vary.
- The rules for each game type are the same as in standard play with the following exceptions:
  1. All Tournament games may be decided by a Sudden Death Overtime, if necessary.
  2. The game play is always fixed at the longest possible option.
- In the event a Tournament is tied at two series for each team, there is a tournament Tie-Breaker series of Crammin' Hot Puck. The winner of two games in this series wins the Tournament.
- A PASSWORD is given after each game. To resume the Tournament at that point, select Resume Tournament at the Main Menu screen, and then enter the Password at the Password screen.
- Crammin' Hot Puck: The rules are the same as for Hot Puck, except players are able to Cram The Net within 3 seconds of a score to earn an extra point!

Human vs. Computer

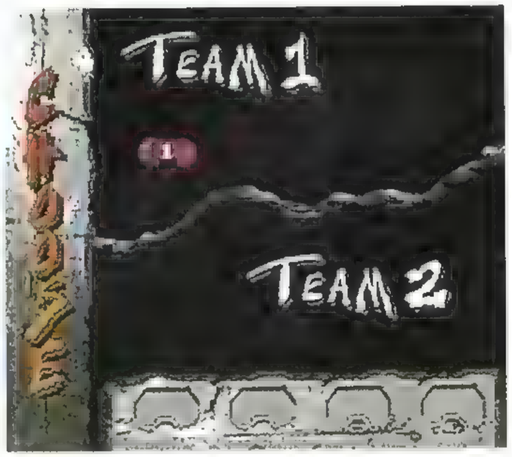
- Win all four series plus the Final Series to win the Human vs. Computer Tournament.
- This Tournament Mode consists of four 3-game series of each game type: Hot Puck, Crammit, Whack, and Rush; and one final series of Crammin' Hot Puck (a combination of Crammit and Hot Puck!)
- The order of the series is fixed (e.g.: Hot Puck, Whack, Crammit, Rush, and, if necessary, Crammin' Hot Puck).
- The rules for each game type are the same as in standard play with the following exceptions:
  1. All Tournament games may be decided by a Sudden Death Overtime, if necessary.
  2. The game play is always fixed at the longest possible option.
- To win a series, a player must win two of the three games.
- A player must win each series in order to advance. If a player loses two consecutive games, he or she loses the Tournament.
- The Final Series of Crammin' Hot Puck is played at Gunk Pumps.
- A PASSWORD is given after each game. To resume the Tournament at that point, select Resume Tournament at the Main Menu screen, and then enter the Password at the Password screen.
- Crammin' Hot Puck: The rules are the same as for Hot Puck, except players are able to Cram The Net within 3 seconds of a score to earn an extra point!

TEAM CHOICES

CONTROLLER ASSIGNMENT

- Each player's icon can only be activated by that player's controller. All controllers are greyed out until 'activated' (any button), by a player, then the icon is assigned a color.
- A player can cycle the icon back and forth between Team 1 and Team 2 by using the Control Pad.
- Once the player has moved the Player Icon to the desired team, he does not need to press ANY BUTTON to fix the decision.
- When all controllers have been positioned, Controller 1 presses Start or Select to advance to the Draft Pick sequence.

To shoot towards the Right Goal, choose Team 1.
To shoot towards the Left Goal, choose Team 2.

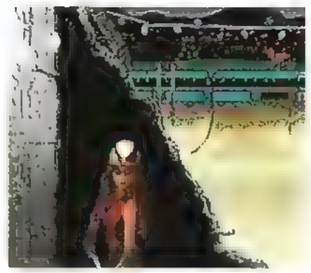


DRAFT PICK

- Each 'active' controller is given a draft pick number by the computer.
- The Draft Pick occurs immediately after the Controller Assignment sequence.
- Each Controller Icon is assigned a random number (from 1 to 4, depending upon the number of players). This process determines the player order during the character selection process. Note: The numbers are put up 1-2-3-4, alternating between Team 1/Team 2, or Team 2/Team 1, so that no team can garner the first two draft choices.
- Once the draft Pick is determined, Controller 1 presses Start or Select to bring up the Character Selection Screen.

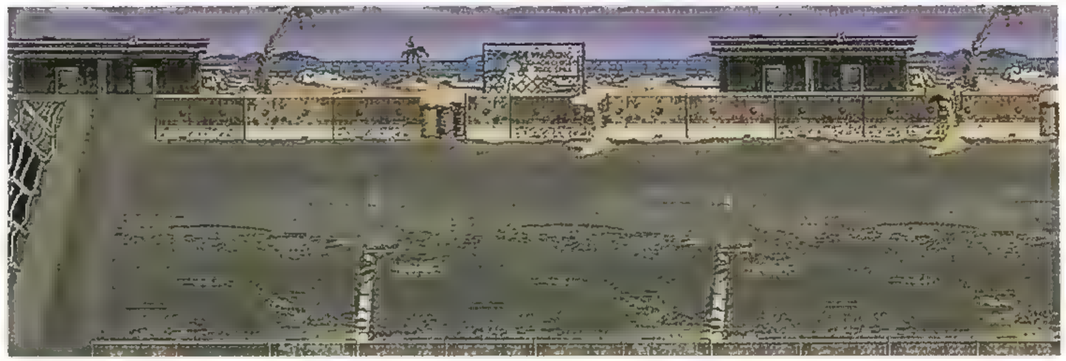
CHARACTER CHOICES

- The number of Controller Icons that appear along the bottom is the number that were activated during Controller Assignment. The draft number also appears over each Controller Icon.
- The Controller Icon of the player whose turn it is to pick, changes from gray to color.
- A photographic line-up of the characters runs along the bottom edge of the screen. One actor (with bio text above), appears in the center of each screen, flanked by characters on either side.
- If an character is selected, its color changes to black and white.
- The character's name appears as a headline above the descriptive text.
- Press the Select button to choose a highlighted actor. After you have made your choice, the next selection is made by another player.
- A small T-1 or T-2 appears above actors who have been drafted.
- Since there is no playable Goalie, the third choice (for any team) is the character who plays the Goalie position.
- Once all of the characters have been chosen for the competing teams, the menu advances to the Background Selection Screen.



SHRED ZONES

There are six different courts to play Street Hockey '95 on. Each court has its own personality and player obstacles. Find out which one is your favorite turf to do battle over!



BRAKER'S

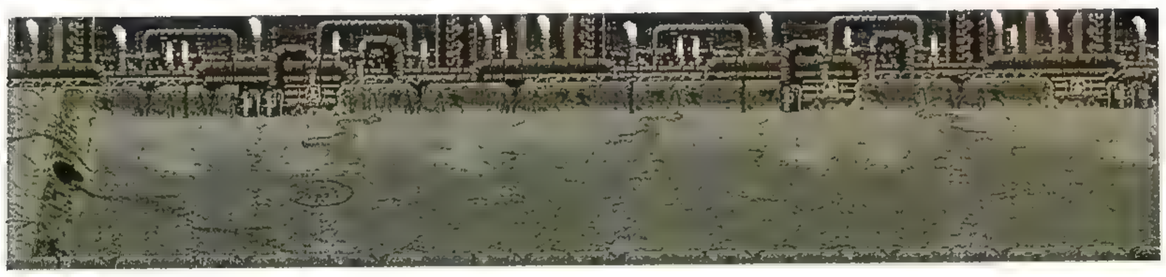
A rough beach-side court. Watch out for sand spilling over the edge. It'll trip you up!

CLUB SHRED

The smooth place. Don't try any ramp moves on the steps, unless you want to snack on it!

THE PIKE

Don't try this out at your home, but these skaters have scoped-out the primo shred zone at a freeway construction site. Warning: the play-field ramps can pop-up when you skate over them!

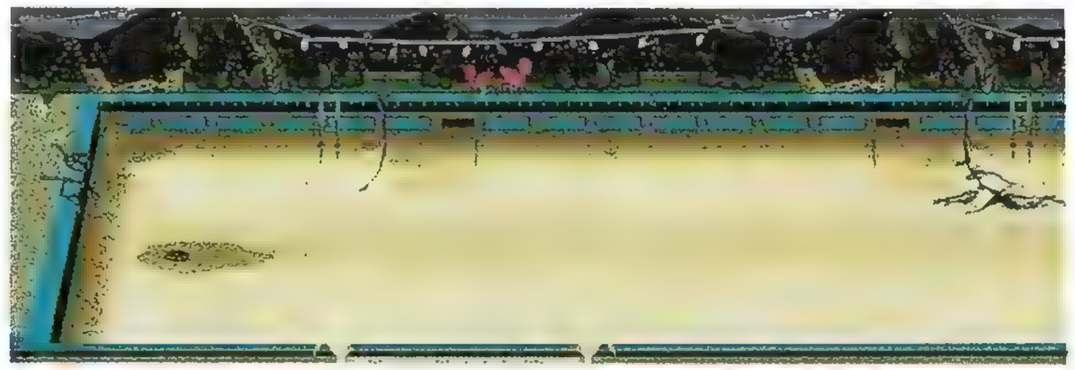


GUNK PUMPS

Heavy industry! This is toxic central. Watch out for the playfield ramps.

JACTAR

Check out the city sky-line, but play away from the edge. There are ramps on this court as well.



SEISMO'S POOL

The heiress to the Seismo fortune built this giant pool way up in the hills. But it hasn't been filled since the quake of '92. So the place is empty — for now!

IMPORTANT GAMEPLAY NOTES

Arrow Indicators: If your character skates off-screen, you can locate them by finding the arrow with the same costume colors as your character. A large arrow indicates that your character is farther off screen. A small arrow indicates that your character is close to the edge of the screen.

X's and O's For One Player Team: The character on Team 1 that is currently controlled by Player 1 has an X under the character. The other character on Team 1 has no other indication other than the team shadow. The character on Team 2 that is controlled by Player 2 has an O under the character. The other character on Team 2 has no other indication other than the team shadow.

X's and O's For Two Players Per Team: Each character on Team 1 can be identified by the X on its shadow. Each character on Team 2 can be identified by the O on its shadow.

Team Shadows: Teams 1 and 2 can be identified by their respective shadow colors. These colors vary from background to background.

Demo Mode: The Game Demo follows after the title screen appears if Start or Select are not pressed. Watch the actors move through the demo to see their special moves!

Pause: When Pause is selected, there appear three options for play:

Replay:	Instant replay of the last few seconds of play. Stop the Replay at any time by pressing the Start button.
Play:	Select Play to resume the game.
Main Menu:	Select Main Menu to exit the game. If you choose Main Menu, you will be asked: QUIT? YES NO Select Yes to return to the Main Menu. Select No to return to the Pause Menu.

Completion: After the completion of a Standard game, you will be asked: PLAY AGAIN? YES NO

Select Yes to start another game with the same characters, teams, and play court.
Select No to return to the Main Menu.

Credits

Game Design
Paul Rhoads-Designer/Director
Max Dunseath-Associate Designer
Andrew Caldwell-Software Engineering
Michelle Simon-Audio Software Engineering

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Jane Jackoskie-Production Assistant

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Ed Daren
Susan Hayden
Stephen King
Brian McManamon

Graphic Artists
Jeff Eaton

Audio
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Dominique Widiez, Jay Levorson-SFX
Tristan Des Pres-Music Conversion

Audio Driver
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Thoman Rowe-DP
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Mark Macy-Graphic Artist
John Keesee-Ultimate Engineer
Abraham Madison-Costume

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Jess Dyrenforth
Chris Garrett
A. J. Jackson
Scott Sherman
John Tyson
Alan Vano
Angie Walton

Voices
Alicia Cole
Ernest Joyner
James Kresser
Lani Minelli
Fred Rush
Gregory Storm

Marketing Manager
Robert Burnett

STREET HOCKEY '95™

PASSWORDS/NOTES

This area has been provided to allow you to write down Passwords that you have earned or general notes about the game.

NOTES continued

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